AMENDMENTS TO THE CLAIMS

1.　　(Currently Amended) A method for forming digital objects in computer graphics to rapidly generate two-dimensional and three-dimensional objects, comprising steps of:

a. selecting a space object type of a new object to be generated;

b. selecting one or more existing objects related to the new object as a reference object;

c. calculating and generating the new object based on the space object type of the new object and the selected reference object, the new object being different from a combination of the selected one or more existing objects.

2.　　(Original) The method of claim 1, wherein the space object type includes:

one or more reference types for establishing reference relationship between the new object to be generated and the selected existing object;

a generation type set according to the reference type to dynamically determine the generation method of the space object; and

a shape type being a shape description cluster to represent the new object to be generated.

3.　　(Original) The method of claim 1, wherein the calculation is based on the reference relationship between the space object type and the one or more selected existing reference objects to build the new object.